IGNYT'26

Spark Ideas. Sustain Impact.

24-Hour Sustainable Innovation Makeathon | South India Inter-School | 20–21 Nov 2026

FOR PARTICIPANTS

Event Rules & Guidelines

Before you register, please read this document carefully. Participants, parents or guardians, and teachers must all sign the acknowledgement on the last page.

Bloomingdale International School — Department of Design, Innovation & Digital Learning
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1. Participation Eligibility & Categories

IGNYT'26 welcomes students from the categories listed below. Registrations from other categories can't be accepted.

Category	Grade / Program	Competition Track
CBSE/STATE	**Grade 6–11**	• **Category A (Gr 6–8),** • **Category B (Gr 9–10),** • **Category C (Gr 11) — mapped to MYP/DP equivalents below**
IB / Cambridge	**MYP 1–3**	• **Category A — "Young Sustainable Innovators"**
	MYP 4–5	• **Category B — "Engineering for Sustainable Communities"**
	DP1–DP2 / AS & A Level	• **Category C — "Future Impact Innovations"**

*** Teams of minimum of 2– maximum 4 students, all from the same grade band and the same school. Mixed-grade-band teams are not permitted.*

2. Registration Requirements

All participants

- Complete team registration form with school details, team roster, and category selection
- Parent/guardian consent form signed for every team member (mandatory for an overnight, 24-hour event)
- One device registered per team for school Wi-Fi access at the time of registration (see Section 13)

Government school students — additional requirements

- Upload a scanned Bonafide certificate from the school at the time of online registration
- Upload a scanned copy of the student's school ID card at the time of online registration
- Government school participation fee is fully sponsored — no fee is collected from government school students or their schools

> ***Incomplete registrations (missing consent form, missing Bonafide certificate/ID for government school students) will not be confirmed and the team's slot may be released to the waitlist.***

3. Teacher/Faculty Accompanying Policy

- At least one teacher must accompany the delegation of each participating school for the full duration of the event.
- A maximum of two accompanying teachers is permitted per school.
- Permitted combinations are one male and one female teacher, (or) two male teachers, (or) two female teachers. The choice rests entirely with the participating school.
- Accompanying teachers will receive a separate, distinctly coloured Access Band (Section 4) and must remain contactable by their students throughout the 24 hours.
- Teachers are responsible for the conduct and well-being of their students and are the first point of contact for the Organising Committee regarding their school's team or teams.

4. Event Access & Identification Policy

Every participant and accompanying teacher will receive a tamper-proof, waterproof **Access Band** on their wrist at registration on Day 1. The Access band is the entry credential for the entire event.

- Participants must “Wear the Access Band at all times, day and night, throughout the event.”
- Access Band are scanned at the Main **Entry and Exit** gate and at every food counter.
- Entry to the venue, meals and rest zones is not permitted without a valid, scanned Access Band.
- “Participants and accompanying teachers will be issued Access Bands of different colours to enable quick identification by security staff and volunteers.”
- A damaged or lost Access Band must be reported immediately to the Registration Desk for a replacement. Re-entry without a Access Band will not be permitted.
- Access Band are non-transferable. Wearing another participant’s Access Band is not allowed and that leads to disqualification (Section 11).

5. Campus Residence Regulations

- All participants must remain inside the campus for the duration of the entire event, from check-in on Day 1 to check-out on Day 2.
- Leaving the campus during the event is not permitted, except in a medical emergency, and only with the authorisation of the Safety & Security Lead with clear communication and instructions.
- Separate rest zones will be designated for girls and boys. Each zone will be clearly signed, always supervised and governed by established safety protocols.
- Participants may use only their own designated rest zone. Entry into the rest zone of the other gender is strictly prohibited at all times.
- Quiet hours apply in and around the rest zones from 1:00 AM to 5:00 AM, out of consideration for teams that are still building.

Attire Guidelines & Essentials Checklist

- The school uniform and the school ID card must be worn at all times throughout the event, except inside the designated rest zone during overnight rest hours.
- Participants must bring a personal toiletry kit containing a toothbrush, toothpaste, soap, a towel and any other personal hygiene items required for an overnight stay.
- A mattress, pillow and blanket will be provided by the school for the overnight rest period; participants do not need to bring their own.
- Participants must bring their own nightwear for the rest period and are expected to wear comfortable, decent nightwear during the rest period such as pyjamas, T-shirts, and trousers or shorts are suitable.
- Access Band and school ID cards must be worn at all times throughout the event, including overnight (see Section 4, Event Access Policy).
- Participants must resume back to their full school uniform before leaving the rest zone (especially in the morning).

6. Health, Medical & Allergy Disclosure

- The parent or guardian of every participant must complete a dedicated Medical & Emergency Contact Form at the time of registration, in addition to the general consent form. The form must include a recent passport-size photograph of the participant, at least two emergency contact numbers (a primary and an alternate), and a complete and honest disclosure of any pre-existing medical condition.
- All regular medication must be disclosed with its dosage and timing. Any food or drug allergy must be listed individually, with its severity marked as mild, moderate or severe (risk of anaphylaxis).
- A participant carrying personal emergency medication (for example, an EpiPen, an inhaler or insulin) must inform the accompanying teacher and the Medical Station at check-in, and must keep the medication on their person or immediately accessible at all times.
- Non-disclosure of a known medical condition or allergy before the event is treated as a serious matter. The school cannot take precautions against a risk of which it was not informed, and parents or guardians remain responsible for ensuring that the disclosure is complete and accurate.
- A staffed Medical Station operates for the full 24 hours. It is located adjacent to the Lab, is stocked with first-aid supplies, oral rehydration salts (ORS), common over-the-counter medication and sanitary products, and is attended by a qualified nurse or first-aider across three shifts.
- Any illness or injury, however minor, must be reported to the Medical Station immediately and will be recorded in an Incident Report. Participants must not self-treat or wait to see whether a symptom passes.
- Parents or guardians will be contacted immediately by telephone for any medical issue beyond basic first aid. If the primary contact cannot be reached within 10 minutes, the alternate emergency contact will be called.
- Participants with a chronic condition that requires regular monitoring (for example, diabetes) should inform the organisers at registration, so that the Medical Station can plan specific check-in times with them during the event.

7. Food & Dietary Rules

- The organisers will provide breakfast, lunch, snacks and dinner on both days. An overnight snack and hydration station will be replenished approximately every three hours.
- Meals are prepared by a licensed caterer and served from clearly labelled counters, with vegetarian and non-vegetarian options kept and served separately.
- Every meal counter displays a clear allergen label for common allergens (nuts, dairy, gluten, egg and soy). Participants with a declared allergy (Section 6) will be issued a colour-coded tag so that catering staff can verify before serving.
- Junk food, including chips, carbonated or sugary drinks, sweets, and instant or packaged snacks, brought from home or from outside is not permitted inside the venue and will be held at the entry gate for collection at check-out.
- Ordering food from outside, including through food delivery applications, takeaway or deliveries to the gate, is strictly prohibited throughout the event, for both participants and accompanying teachers.
- Dietary restrictions and food allergies declared at registration (Section 6) will be catered for separately. If a requirement was not recorded at registration, it must be reported to the Hospitality Desk at check-in and not at the meal counter.
- Drinking water and hydration stations are available at three points on the campus and should be used regularly, especially during the overnight hours.
- Meals and snacks may be collected only on presentation of a scanned Access Band at the food counter (Section 4). This also enables the Hospitality team to track headcounts accurately.
- Any reaction to food served, even minor discomfort, must be reported to the Medical Station immediately.

8. Prohibited Items & Personal Safety

- Possession of dangerous or hazardous items, including knives, blades and cutting tools, is strictly prohibited, except for tools provided and approved for use only in the Lab.
- Fireworks, explosives, flammable liquids or gels, and aerosols other than ordinary personal toiletries are not permitted on the campus.
- A zero-tolerance policy strictly applies for alcohol substances (Alcohol, tobacco products, vaping devices and e-cigarettes) , with immediate disqualification and notification of the parent or guardian if are strictly prohibited.
- Glass containers are not permitted, owing to the risk of breakage in a shared workspace.
- Participants are advised not to bring or wear any valuable personal items, such as gold or silver ornaments. The school shall not be held responsible for the loss of such items beyond reasonable Lost & Found efforts (Section 23).”
- All bags and belongings are subject to go through a security a check at the entry gate before check-in and may be re-checked at any point during the event.
- Any prohibited item found during a check will be confiscated, recorded, and returned only to the accompanying teacher or the parent or guardian at check-out. A serious item, such as a weapon or banned substance, will be escalated immediately and may result in disqualification.
- In the event of an emergency, participants must follow the posted evacuation routes to the designated assembly point and the instructions of event staff and security. Re-entry into the building is not permitted until it has been confirmed safe.

9. Code of Conduct — Do's

- ✓ **Wear your Access Band at all times and keep your school ID card visible for the full 24 hours**
- ✓ **Wear the full school uniform throughout the event, changing into presentable nightwear only within your designated rest zone (Section 5)**
- ✓ **Wear the required safety gear (apron, gloves and goggles) whenever you operate any lab tool or machine, without exception**
- ✓ **Tie back and fully cover long hair before operating any machine, and secure any loose clothing, scarves or jewellery**
- ✓ **Read the posted instruction card at each machine station carefully before using the machine for the first time in a session**
- ✓ **Stay within your assigned rest zone, team workstation and designated campus areas**
- ✓ **Report any injury, illness, harassment or safety concern to a staff member or your accompanying teacher immediately**
- ✓ **Follow all safety briefings and personal protective equipment (PPE) requirements before using any lab tool or machine**
- ✓ **Respect judges, mentors, volunteers, security staff, caterers and fellow participants at all times**
- ✓ **Keep your workstation and shared spaces clean, and dispose of waste and offcuts responsibly**
- ✓ **Stay with your team and inform your accompanying teacher of your location during free periods**
- ✓ **Keep your toiletries, nightwear and personal belongings in your own labelled bag at all times**
- ✓ **Stay hydrated, especially overnight, and use the hydration stations regularly**
- ✓ **Ask a mentor or volunteer if you are unsure about a rule, a tool or a process**

10. Code of Conduct — Don’ts

- ✗ **Do not leave the campus during the event without authorisation**
- ✗ **Do not enter the rest zone designated for the other gender**
- ✗ **Do not operate any lab machine without wearing the required apron, gloves and goggles, even for a brief task**
- ✗ **Do not operate any machine with loose hair, loose clothing, dangling jewellery or a loose drawstring**
- ✗ **Do not remove, swap or alter your Access Band or ID card, or wear the Access Band or ID card of another participant**
- ✗ **Do not wear non-uniform clothing outside your designated rest zone or outside overnight rest hours**
- ✗ **Do not order or bring in outside food, or bring junk food onto the campus**
- ✗ **Do not bring or use any harmful object, weapon or banned substance**
- ✗ **Do not operate any lab machine without a safety briefing and staff supervision**
- ✗ **Do not use foul, abusive or discriminatory language at any point during the event**
- ✗ **Do not bully, harass, intimidate or exclude any participant, in person or online, including within team chats**
- ✗ **Do not share or take another participant’s prescribed medication, even if it is offered**
- ✗ **Do not photograph or record another participant without that participant’s consent**
- ✗ **Do not plagiarise a design or present a pre-built, pre-existing product as your event prototype**
- ✗ **Do not tamper with, damage or misuse school property, lab equipment, loaned devices or another team’s prototype**

11. Disqualification Criteria

The Organising Committee reserves the right to disqualify a team or an individual participant. Disqualification decisions are made by the Event Director in consultation with the Safety & Security Lead, and offences fall into two tiers according to severity.

Tier 1 — Immediate Disqualification without Prior Warning

- Possession of a weapon or a banned or intoxicating substance
- Physical violence, or a serious act of harassment or bullying
- Tampering with, damaging or sabotaging another team's prototype or workstation
- Presenting a pre-built, pre-existing product as the team's own event prototype (plagiarism)
- A safety violation that causes, or could reasonably have caused, injury to any person
- Wearing or using another participant's Access Band, ID card or registered device login

Tier 2 — Warning on the First Offence; Disqualification on Repetition

- Repeated minor rule violations after a verbal reminder
- Unauthorised access to a restricted area
- Non-compliance with uniform, ID card or Access Band requirements after being reminded
- Missing the mandatory safety briefing without a valid reason approved by the teacher

Process

- Every disqualification decision is documented in writing, citing the specific rule that was violated.
- The accompanying teacher and the parent or guardian will be notified as soon as possible.
- A team or participant is entitled to a brief explanation of the decision. Judging scores, however, are not open to negotiation. Section 23 (Grievance & Appeal) describes the process for raising a concern about how a rule was applied.

For quick reference, the consequences of common violations are summarised below:

Violation	Consequence
Possession of alcohol, tobacco, drugs or any harmful or banned object	Immediate disqualification, with notification of the parent or guardian and the school
Bullying, harassment or discriminatory behaviour toward any participant, staff member or volunteer	Immediate disqualification, with notification of the parent or guardian and the school
Use of foul or abusive language	Warning on the first instance; disqualification on repetition
Leaving the campus without authorisation	Warning on the first instance; disqualification on repetition
Wearing or using another participant's Access Band or device	Immediate disqualification of both individuals involved
Plagiarism or presenting a pre-existing product as original work	Immediate disqualification from judging
Exceeding the 30% pre-manufactured component limit	Score penalty; disqualification if the team misrepresents the position at submission
Unsupervised or unsafe use of lab machines	Immediate suspension from machine use; the team may be disqualified if injury results
Ordering food from outside or bringing in junk food	Warning on the first instance; confiscation and disqualification on repetition
Damage to loaned devices (iPads) through negligence or misuse	Cost of repair or replacement borne by the team (Section 13); disqualification if the damage is deliberate

12. Lab, Tools & Machine Safety Protocols

A mandatory safety briefing is held for all participants at 11:00 AM on Day 1, before Prototype Development begins. No participant may operate any Lab machine without attending this briefing.

- A safety apron, gloves and goggles are mandatory for every participant operating any lab tool or machine, including the Laser Cutter, 3D Printer, CNC Router, Drill Press and all hand power tools, without exception, even for a brief task.
- Participants with long hair must tie it back and cover it fully with a cap or hairnet before operating any machine, because loose hair near rotating or cutting equipment is a serious hazard.
- Loose clothing, scarves, dangling jewellery and drawstrings must be secured or removed before operating any machine.
- Every participant must read carefully the instruction card posted at each machine station before using that machine for the first time in a session. If anything is unclear, the participant must ask a Technical Lead or volunteer before proceeding.
- Every high-risk machine may be operated only under the direct supervision of a trained staff operator. No participant may operate a high-risk machine unsupervised.
- Emergency stop procedures are posted in large print at every machine station. Participants must locate the stop button before starting work.
- Only approved materials may be used (see the Material Guidelines). Hazardous materials, exposed sharp edges and unapproved chemicals are not permitted.
- Any equipment malfunction, unusual noise or near miss, however minor, must be reported to the on-duty Technical Lead immediately.
- A queue system operates at machine stations during peak hours. Participants must wait their turn and must not crowd an active workstation.

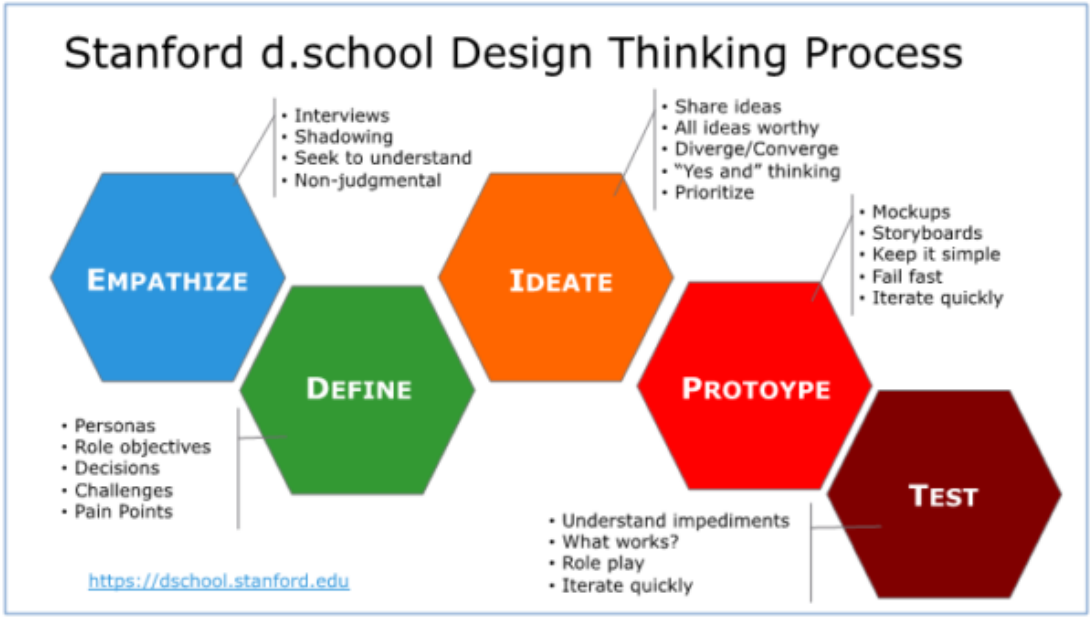
13. Devices & Wi-Fi Policy

- School Wi-Fi is provided for the duration of the event. Participants should bring their own device (a laptop or tablet).
- Only one device per team will be registered on the school Wi-Fi, at the time of check-in.
- If a team's registered device fails during the event, a replacement device may be registered at the Registration/Tech Desk. The team must inform a volunteer immediately and must not share another team's login.
- A team without a device of its own will be issued a school iPad for the duration of the event.
- A loaned iPad is the sole responsibility of the team to which it is issued. If it is damaged in any way, the entire team will jointly bear the cost of repair or replacement.
- Loaned devices must be returned to the Registration/Tech Desk at check-out on Day 2, before the team leaves the campus.
- Personal devices and loaned iPads may be used only for event-related research, design and documentation, and not for unrelated entertainment, social media browsing, or recording other participants without their consent.

14. The Design Thinking Process

IGNYT'26 expects every team to follow a design thinking process rather than proceed directly to building. The judges will look specifically for evidence of this process in the team's Design Portfolio and Presentation.

Stage	What to Do
1. Empathize	Identify who is genuinely affected by the problem under consideration. Speak to at least one real user, such as a canteen staff member, a gardener or a classmate, before assuming a solution.
2. Define	Convert the findings into a focused problem statement, ideally framed as: "How might we help [a specific person or group] to [do something] so that [a clear benefit]?"
3. Ideate	Brainstorm at least five to ten possible solutions before choosing one. Sketch several ideas rather than committing to the first.
4. Prototype	Build in stages: a low-fidelity prototype first, then a medium-fidelity prototype, and finally the final prototype (Section 20). Do not proceed directly to a finished build.
5. Test	Obtain feedback from mentors and peers at each checkpoint (Section 21) and refine the design accordingly.

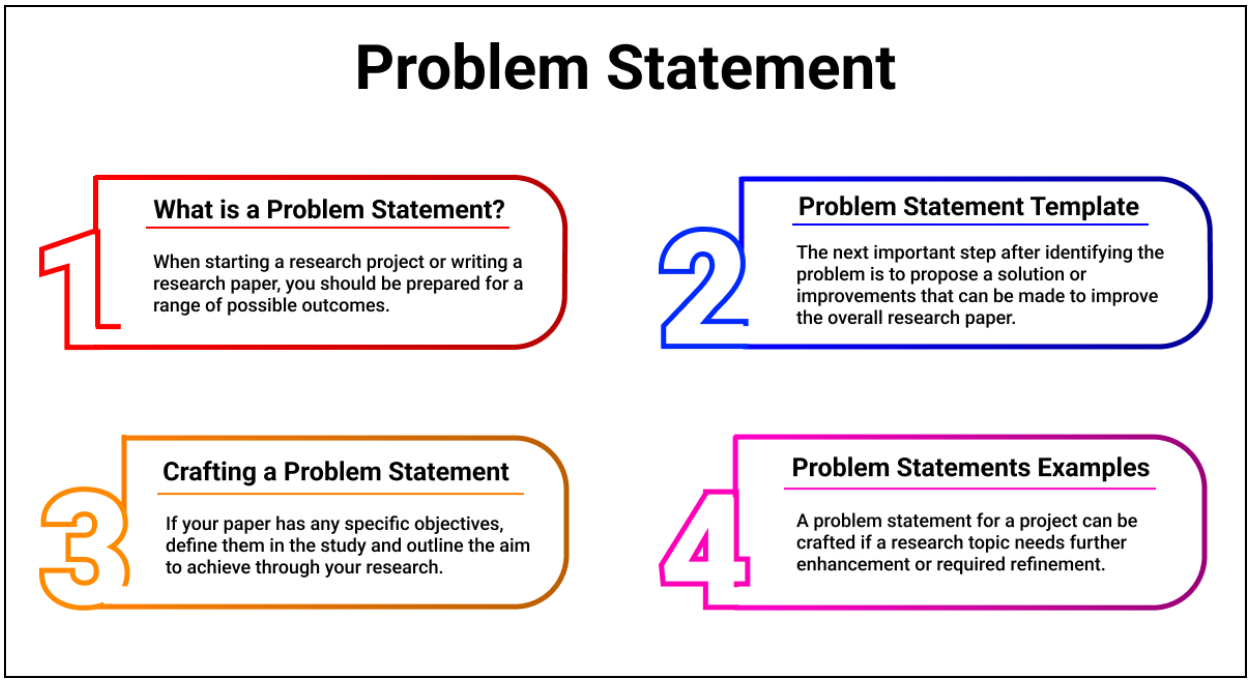


15. Concluding a Strong Problem Statement

Before building begins, the problem statement should satisfy the following checklist, which indicates when the Define stage is complete:

- Specific — not “reduce plastic waste”, but “reduce single-use plastic cups at the school canteen”
- Feasible — realistically buildable within 24 hours using the Lab’s tools and approved materials
- Sustainable — clearly linked to a measurable sustainability outcome that can be described in the Sustainability Impact Statement
- Original — not a mere recreation of an existing off-the-shelf product (the 30% limit on pre-manufactured components applies)
- Validated — checked against the perspective of at least one real user, even through a short conversation, and not merely assumed

If the problem statement does not satisfy all five checks, it should be refined further during Research & Ideation. A sharp problem statement makes every later stage easier to build and easier to judge.



16. Competition Categories at a Glance

Every team's project must fall within the theme of its category, as set out below. These are the same categories referred to throughout this document (Section 1), shown here with their sub-themes to help each team choose a direction before Research & Ideation begins.

Category	CBSE Grade	IB Programme	IGCSE	Theme
A	Grade 6–8	MYP 1–3	6 & 7	Young Sustainable Innovators
B	Grade 9–10	MYP 4–5	8 to 10	Engineering for Sustainable Communities
C	Grade 11	DP1–DP2	AS & A Level	Future Impact Innovations

Important: The examples given under each theme and sub-theme in Sections 17 to 19 are illustrations only. They indicate the level of specificity and detail expected and are not a list from which to choose.

- Every team must develop its own real problem statement, identified by the team itself through observing a real user, place or situation (see Sections 14 and 15).
- No example listed in this document may be developed as a team's product, whether as written or as a lightly reworded or slightly modified copy.
- The themes and sub-themes are to be used only as starting areas for the team's own research, within which the team must identify the real problem it wishes to solve.
- The Design Portfolio must show how the team identified and defined its problem. The judges will look for this evidence as part of the Design Thinking Process score.
- A product built from a listed example will be treated as plagiarism and may lead to disqualification under Section 11.

17. Category A — Young Sustainable Innovators

Recycling & Waste Reduction

Turning everyday waste into something useful, or reducing waste at the source.

- **Gravity-Sorting Waste Bin —** A three-chamber cardboard bin with angled internal ramps and a rotating disc at the top; dropping an item spins the disc to the correct chute based on weight, sorting waste without electronics.
- **Bottle-Cap Mosaic Wall Tile —** A press-mould made from wood offcuts, which compacts collected bottle caps and a natural resin binder into a decorative, durable wall tile for the school corridor.
- **Juice-Carton Seed Starter Trays —** Repurposed juice cartons cut and reinforced with cardboard supports, with drainage holes and a fold-out tag for labelling seedlings, ready for a school plant sale.
- **Newspaper-Pulp Pencil Case —** A moulded, hardened pencil case shaped from wet newspaper pulp and starch glue in a simple wooden mould, air-dried and sealed with a beeswax coating.
- **Cardboard Modular Shelf Kit —** Slot-together cardboard panels (no glue) that assemble into a small shelving unit or desk organiser, reinforced with a honeycomb-fold technique for extra strength.

Educational Play & Learning Tools

Toys or games that teach a sustainability or science concept to younger students.

- **Water-Cycle Spinner Board —** A hand-cranked cardboard wheel with cut-out windows revealing evaporation, condensation, and precipitation stages as it turns, paired with a simple illustrated storybook.
- **Tactile Alphabet Blocks —** Wood-offcut blocks with sandpaper-textured, raised letters and matching braille dots, allowing sighted and visually impaired students to learn together.
- **Compost Sorting Snap Cards —** A physical card-and-tray game where laminated cards (banana peel, plastic wrapper, etc.) snap into a compost, recycle, or landfill slot, with an answer-check flap underneath.
- **Solar System Orbit Model —** A geared MDF-and-dowel mechanism in which turning one crank moves all planets at correct relative speeds, built from a single sheet of laser-cut MDF.
- **Recycling Relay Board Game —** A physical board with dice and moving pieces made from bottle caps, where players race to correctly sort waste tokens before landing on a “contamination” penalty square.

Energy Awareness for Young Users

Simple devices that make energy use visible or easier to save.

- **Pedal-Powered Phone Charger —** A repurposed bicycle wheel and dynamo mounted on a wooden frame, connected through a voltage regulator circuit to a USB output.
- **LED Energy Meter Classroom Model —** A wall-mounted board where each classroom light switch is wired to an LED bar-graph display, visually showing real-time energy draw.
- **Wind-Up Torch —** A hand-crank mechanism driving a small DC generator inside a 3D-printed or wood-carved torch body, storing charge in a capacitor for a few minutes of light.

- **Solar Window Charger Pouch —** A small fabric pouch with a flexible solar panel stitched on, wired to a battery pack, designed to hang in a sunny window and charge devices during the day.
- **"Vampire Power" Detector Strip —** A simple LED indicator strip that lights up when a plugged-in device is drawing standby power, built with a basic current-sensing circuit.

Water-Wise Solutions

Small-scale devices that save or protect water in daily school or home life.

- **Gutter-to-Garden Rain Funnel —** A repurposed drainpipe section with a mesh filter and first-flush diverter, channelling roof runoff into a storage drum for the classroom garden.
- **Leak-Detection Whistle Valve —** A pressure-sensitive whistle attachment for a tap that sounds continuously if water flow does not stop fully, alerting students to a running tap.
- **Greywater Redirect Kit —** A simple hose-and-valve system that redirects handwashing sink water into a bucket for flushing or plant watering instead of going straight to drain.
- **Self-Watering Planter Wick System —** A planter with a fabric wick threaded from a water reservoir below into the soil, keeping plants watered for a week without daily refilling.
- **Shower Timer Sand Clock —** A large, wall-mountable hourglass calibrated to two minutes, mounted near hostel showers with a "flip me" sign to encourage shorter showers.

Assistive & Inclusive Design

Simple tools that make daily tasks easier for a classmate with a specific need.

- **Ergonomic Pencil Grip Sleeve —** A 3D-printed or moulded silicone sleeve shaped to reduce hand strain for students with limited finger dexterity, tested across multiple grip-width prototypes.
- **Audio-Cue Schoolbag Tag —** A small clip-on device that beeps when a paired remote button is pressed, helping a visually impaired student locate their bag in a pile.
- **One-Handed Ruler-and-Compass Tool —** A combined drawing tool with a suction-cup anchor point, letting a student with one functional hand draw circles and straight lines unassisted.
- **Textured Classroom Wayfinding Strips —** Adhesive floor strips with distinct raised patterns marking the route from classroom to washroom, usable by visually impaired students with a cane.
- **Adaptive Zipper-Pull Loop —** A large, easy-grip fabric loop that attaches to backpack zippers and jacket zips, helping students with fine-motor difficulties dress and pack independently.

18. Category B — Engineering for Sustainable Communities

Smart Storage & Space Solutions

Systems that make shared spaces more organised and efficient.

- **QR-Coded Modular Locker Panels —** Recycled-plastic panel lockers that snap together without tools, each with a printed QR code linking to a shared sign-up sheet for booking use.
- **Bamboo Composite Stacking Crate —** A foldable, interlocking crate made from bamboo-fibre composite sheet, designed to nest flat for storage and pop up for transporting food-bank donations.
- **Under-Desk Cable & Supply Organiser —** A clip-on tray made from repurposed sheet plastic that mounts under classroom desks to hold chargers, stationery, and cables off the floor.
- **Vertical Pegboard Tool Wall —** A laser-cut plywood pegboard with custom-shaped holders for Lab hand tools, cutting search time and tool loss.
- **Collapsible Community Donation Bin —** A wheeled, foldable fabric-and-frame bin for school donation drives that flattens for storage between events.

Eco-Friendly School Products

Everyday school items redesigned to cut single-use waste.

- **Paper-Waste Pulp Pencils —** Pencils formed by compressing shredded paper waste with a natural binder around a graphite core in a simple metal mould.
- **Reusable Bento-Style Lunch Tray —** A compartmentalised stainless-steel or bamboo tray with a locking lid, replacing single-use plates in the canteen line.
- **Beeswax Cloth Food Wraps —** Cotton fabric infused with beeswax, tree resin, and oil, moulded by hand-warmth into a reusable seal for lunchboxes, replacing cling film.
- **Corn-Starch Cutlery Set —** Biodegradable spoons and forks cast in a corn-starch-based bioplastic using a simple silicone mould, for canteen takeaway orders.
- **Chalkboard-Label Refill Jars —** Reusable steel or plastic jars with reusable chalkboard-paint labels for the canteen's bulk dry goods, cutting down on single-use packaging.

Renewable Energy Models

Small-scale, working demonstrations of a renewable energy source.

- **Solar Water Heater Demo Coil —** A blackened copper coil inside an insulated box with a glass cover, demonstrating passive solar water heating at hostel scale.
- **Garden Wind-Turbine Charging Post —** A small vertical-axis wind turbine built from repurposed PVC pipe blades, mounted on a post and wired to charge a battery bank.
- **Solar Tracking Panel Stand —** A light-sensor-driven servo mount that tilts a small solar panel to follow the sun through the day, boosting output over a fixed panel.

- **Piezoelectric Footstep Tile —** A floor tile embedded with piezoelectric discs that generate a small charge each time it's stepped on, demonstrated in a high-footfall corridor.
- **Biogas Digester Demo Kit —** A small sealed drum system converting canteen food scraps into a measurable amount of methane gas, with a gas-collection balloon indicator.

Urban & School Farming

Growing food in limited space, using waste as a resource.

- **PVC Vertical Hydroponic Tower —** Stacked PVC pipe sections with planting holes and a recirculating pump, growing herbs for the canteen in a small footprint.
- **Canteen Waste Composting Drum —** A rotating drum composter built from a repurposed barrel, with a hand-crank mixer to speed up decomposition of food scraps.
- **Self-Irrigating Raised Garden Bed —** A raised bed with a buried perforated-pipe reservoir underneath, wicking water up to plant roots and reducing manual watering.
- **Rooftop Container Garden Grid —** A modular grid of stackable, interlocking planter boxes designed to maximise a small rooftop or balcony space.
- **Aquaponics Starter Tank —** A small fish-tank-to-planter loop where fish waste water is pumped to fertilise a floating plant bed, then filtered water returns to the tank.

Circular Economy Systems

Making it easier for materials and goods to be reused rather than discarded.

- **Material-Passport Tag System —** Durable tags with a printed code linking to an online log of a piece of furniture's repair history, encouraging reuse over disposal.
- **Uniform & Textbook Swap Kiosk —** A physical rack-and-sign-up-sheet kiosk where students exchange outgrown uniforms and old textbooks for a small token or credit.
- **Broken Electronics Parts-Harvest Station —** A labelled sorting station where broken school electronics are stripped for reusable components (motors, wires, switches) for future Lab projects.
- **Repair Café Toolkit Cart —** A wheeled cart stocked with basic repair tools and instructions for fixing common items (zippers, chair legs, headphones), run as a weekly student-led session.
- **Deposit-Return Bottle Station —** A coin- or token-based machine that gives a small reward for returning clean plastic bottles, funding the token pool from recycled material sales.

19. Category C — Future Impact Innovations

Industry-Level Prototypes

Functional prototypes built to a standard closer to a real product.

- **Low-Cost Water Purification Cartridge —** A layered filter cartridge (sand, activated charcoal, cloth) housed in a 3D-printed casing, tested for turbidity reduction against a control sample.
- **3D-Printed Modular Prosthetic Hand Attachment —** A functional, articulated hand attachment with fishing-line tendons and a wrist-flex actuation mechanism, printed in PLA.
- **Portable Solar-Powered Cold Box —** An insulated box with a small solar-powered Peltier cooling unit, designed to keep vaccines or medicines cool in areas without reliable power.
- **Automated Seed-Planting Wheel —** A hand-pushed wheeled device that drops seeds at a fixed spacing through a rotating hopper, reducing manual planting labour.
- **Low-Cost Prosthetic Leg Socket Liner —** A custom-mouldable foam liner design that improves comfort and fit for a prosthetic leg socket, built and tested on a model limb.

Sustainable Technology

Tech-enabled solutions with a measurable environmental benefit.

- **Soil-Moisture Smart Irrigation Valve —** A soil-moisture sensor wired to a solenoid valve and microcontroller, opening the water line only when soil moisture drops below a set threshold.
- **Agricultural-Waste Bioplastic Sheet —** A moulded, dried sheet material made from rice husk or sugarcane bagasse and a natural binder, tested for flexibility and water resistance as a packaging alternative.
- **Smart Compost Aeration System —** A microcontroller-driven fan system that periodically aerates a compost bin based on temperature sensor readings, speeding decomposition.
- **Solar-Powered Water ATM Dispenser —** A coin- or token-operated purified water dispensing unit, powered by a small solar panel, for community access to clean drinking water.
- **E-Waste Metal Recovery Kit —** A safe, small-scale demonstration rig for separating copper and other reusable metals from shredded circuit board waste using basic mechanical and magnetic separation.

Smart Cities

Systems that make urban infrastructure safer or more efficient.

- **Pedestrian-Priority Traffic Light Prototype —** A motion-sensor-triggered signal model that shortens pedestrian wait time when foot traffic is detected, built on a small intersection model.
- **Motion-Activated Smart Streetlight —** An LED streetlight model that dims to low power and brightens on motion detection, cutting demonstrated energy use on a model street.
- **Smart Parking Space Sensor Grid —** Ultrasonic sensors embedded in a scale-model parking lot that light up green and red indicators showing space availability.

- **Automated Storm-Drain Blockage Alert —** A float-switch sensor inside a model storm drain that triggers an alert light or buzzer when debris causes water to back up.
- **Community Noise-Pollution Mapping Device —** A handheld sound-level meter logging noise readings at different points on a school or neighbourhood map, building a simple pollution heat-map.

Environmental Monitoring

Devices that measure and report on an environmental condition.

- **Low-Cost Air-Quality Sensor Station —** A particulate-matter sensor connected to a small display and data logger, reporting real-time air quality readings around the school.
- **River Water-Quality Test Kit —** A compact kit with pH strips, a turbidity tube, and a colour-coded results chart, allowing quick on-site water quality checks.
- **Soil Health Sensor Probe —** A probe measuring soil moisture, pH, and temperature, displaying readings on a small screen to guide garden or farm decisions.
- **Noise & Vibration Logger for Construction Zones —** A sensor unit that logs sound and vibration levels near a construction site, flagging readings that exceed a safe threshold.
- **UV Index & Heat Exposure Wearable —** A wrist-worn badge with a UV sensor and colour-change indicator, warning students during outdoor sports when UV exposure is high.

Social Innovation

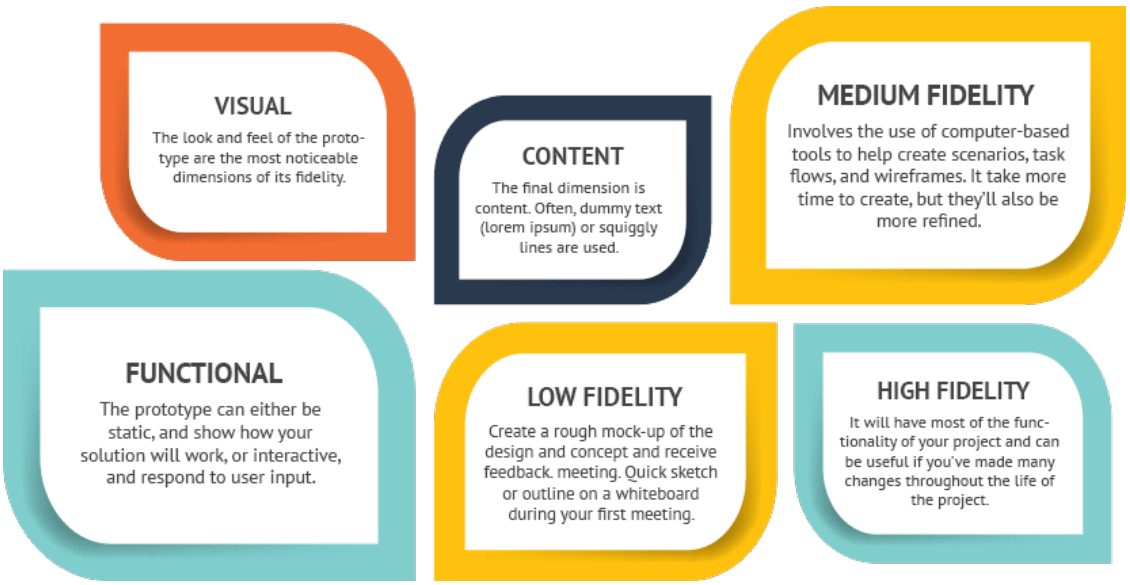
Designs that directly address a community or accessibility need.

- **Sign-Language Translation Glove —** A glove fitted with flex sensors on each finger, translating specific hand shapes into on-screen text or spoken output via a small speaker.
- **Community Elder-Assistance Noticeboard Kiosk —** A physical kiosk with a touchscreen or simple button interface at a community centre, connecting elderly residents' requests to nearby student or community volunteers.
- **Low-Cost Braille Label Maker —** A hand-embossing tool that presses braille dots into adhesive tape strips, letting visually impaired students label their own books and supplies.
- **Emergency Contact Access Band for Young Children —** A durable, write-on silicone Access Band with emergency contact info and a QR code, designed for young children at large public events.
- **Peer-Support Anonymous Drop-Box Station —** A locked physical box with pre-printed cards where students can anonymously flag a classmate who may need support, routed to a counsellor.

20. Prototyping Stages — Low-Fidelity & Medium-Fidelity

Stage	What It Looks Like
Low-Fidelity Prototype	Paper sketches, cardboard or card mock-ups and storyboards. Cheap, quick and disposable; the purpose is to test the concept and rough form, not yet to make it work. Target: ready by the 6:00 PM Day 1 Progress Review.
Medium-Fidelity Prototype	Built using the approved materials, partially functional and structurally close to the final design. The purpose is to test how it works in practice and to obtain mentor feedback. Target: well underway by the morning of Day 2.
Final Prototype	The finished, fully functional build, ready for the 11:00 AM Day 2 Project Submission and the Judging Round.

Proceeding directly to a final build without a low-fidelity or medium-fidelity stage is a common mistake. The Design Thinking Process score (Section 22) specifically credits teams that show this staged progression in their portfolio.



21. Event Timeline — Phase by Phase

The event begins at 8:00 AM on Friday, 20 November 2026 and concludes at 4:00 PM on Saturday, 21 November 2026 with the Awards Ceremony. Checkpoints marked ✱ are mentor feedback points (not scored). Evaluations marked ★ are scored.

Day	Time	Phase / Activity	Checkpoint
Day 1	8:00 AM	Registration & Access Band issue	
Day 1	9:00 AM	Opening Ceremony	
Day 1	10:00 AM	Design Brief Release	
Day 1	11:00 AM	Safety Briefing, then Research & Ideation (Empathize → Define → Ideate)	✱ Problem statement
Day 1	1:00 PM	Lunch	
Day 1	2:00 PM	Prototype Development begins — Low-Fidelity Prototype	
Day 1	6:00 PM	Progress Review	✱ Low-fidelity review
Day 1	7:00 PM	Dinner	
Day 1	8:00 PM onwards	Continued Building — Medium-Fidelity Prototype	
Day 2	7:30 AM	Breakfast	
Day 2	9:00 AM	Prototype Completion — Final Prototype	✱ Medium-fidelity review
Day 2	11:00 AM	Project Submission	Submission deadline
Day 2	12:00 PM	Judging Round	★ Scored evaluation
Day 2	1:00 PM	Lunch	
Day 2	2:00 PM	Final Presentations	★ Presentation & Pitch marks
Day 2	4:00 PM	Awards Ceremony & Check-out	

22. Scoring System

The total score is 100 marks, awarded by a panel of three judges during the Judging Round and the Final Presentations, with a moderation discussion before the totals are finalised.

Criteria	Marks	What Judges Look For
Innovation & Creativity	20	Originality of the idea and approach
Sustainability Impact	20	Measurable, credible environmental benefit
Functionality	20	Whether the prototype works as intended
Engineering & Build Quality	15	Craftsmanship, structural soundness
Design Thinking Process	10	Evidence of Empathize → Define → Ideate → Prototype → Test, including the low-fidelity and medium-fidelity stages, in the portfolio
Presentation & Pitch	10	Clarity and confidence of the team's final pitch
Documentation	5	Completeness of the Design Portfolio and Sustainability Impact Statement

- The judges' decisions are final. Scores are not open to negotiation; however, Section 23 describes the grievance process for a team that believes a rule (not a score) was misapplied.
- A team that misses the 11:00 AM Day 2 submission deadline forfeits the Judging Round, unless the delay was caused by a documented medical or safety emergency.

Prize Money

The total prize pool is ₹1,50,000, distributed as prizes for the Winner, Runner-up and Second Runner-up in each of the three categories (A: MYP 1–3, B: MYP 4–5, C: DP1–DP2). The full breakdown is available from the Registration Desk and the Organising Committee.

Beyond the Prizes: The Incubation & Investment Pathway

In addition to the category prizes, the judging panel will select the five best products overall, across all three categories, for a further opportunity. This selection is separate from, and additional to, the category prizes. A team does not need to win its category in order to be selected.

- The five selected teams will be admitted to the school's Incubation Centre to develop their prototypes into full, market-ready products over an extended incubation period (indicatively three to six months after the event).
- Each incubated team will receive seed funding, together with mentorship from the Design & Technology Department, subject-matter experts and partner organisations.
- On completion of incubation, the school will fund and support each team in preparing and submitting a formal pitch application to Shark Tank India, including the pitch deck, business model and financial projections.

> ***Important: Selection for incubation does not guarantee a place on Shark Tank India. The decision on whether a team will pitch on the show rests solely with the show's producers and selection panel, and not with IGNYT'26 or the school. The school's commitment is to fund and prepare each team's application in full; the outcome of that application is outside the school's control.***

23. Additional Policies

The following matters are not covered explicitly above but are relevant to an overnight, 24-hour event involving minors. They are included here for completeness.

Parental or Guardian Consent

- A signed consent form from the parent or guardian is mandatory for every participant. It covers the overnight stay, authorisation for medical treatment in an emergency, and consent for photography and media use.

Photography, Video & Media Use

- The event will be photographed and filmed for the school's promotional use (website, social media and press). Consent is collected as part of registration. Any objection must be notified in writing before the event.

Ownership of the Prototype & Ideas

- Teams retain ownership of their ideas and prototypes. The school and sponsors may photograph, showcase and publicise winning and participating projects, with credit to the team and the school.

Anti-Ragging & Harassment

- A zero-tolerance policy applies to ragging, hazing and any form of harassment between participants of the same or different schools. Any incident must be reported immediately to the accompanying teacher or any staff member. All reports will be treated confidentially.

Team Changes & Withdrawals

- A team member who falls ill or must withdraw during the event may be replaced only by another registered student from the same school and grade band, with the approval of the accompanying teacher and the Event Director.
- A team may continue with a minimum of two members if a participant withdraws. A team reduced to fewer than two members will be withdrawn from judging.

Transportation & Check-out

- Schools are responsible for the transportation of their students to and from the venue. Drop-off begins at 7:30 AM on Day 1, and pick-up is after the Awards Ceremony, from 4:00 PM on Day 2.
- No participant may leave the campus before check-out without the written approval of the accompanying teacher.

Lost Property

- A Lost & Found point operates at the Registration Desk. Participants should label their belongings and devices clearly with their name and school.

Grievance & Appeal

- Any concern about the application of a rule (not a judging score) may be raised with the Event Director, through the accompanying teacher, at any point during the event. It will be addressed on the same day wherever possible.

Force Majeure

- In the event of extreme weather, a safety emergency or circumstances beyond the organisers' control, the Organising Committee may adjust the schedule, relocate sessions to the fourth-floor backup venue or, as a last resort, postpone the event. Participating schools will be notified as early as possible.

24. Acknowledgement & Signatures

By signing below, each participant, parent or guardian, and accompanying teacher confirms that he or she has read and understood the IGNYT'26 Event Rules & Guidelines and agrees to abide by them in full.

School	
Team Name	
Category (A, B or C)	

Name	Signature	Date
Participants (up to four)		
Parents or Guardians (one for each participant)		
Accompanying Teachers (up to two)		

Name	Signature	Date